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1 Querying web metadata: Native score management and text support in databases
Gültekin Özsoyo□lu, Ismail Sengör Altingövde, Abdullah Al-Hamdani, Selma Ayşe Özel, Özgür Ulusoy, Zehra Meral özsoyo□lu
December 2004 **ACM Transactions on Database Systems (TODS)**, Volume 29 Issue 4
Publisher: ACM Press
Full text available: pdf(737.76 KB) Additional Information: full citation, abstract, references, index terms

In this article, we discuss the issues involved in adding a native score management system to object-relational databases, to be used in querying Web metadata (that describes the semantic content of Web resources). The Web metadata model is based on topics (representing entities), relationships among topics (called *metalinks*), and importance scores (sideway values) of topics and metalinks. We extend database relations with scoring functions and importance scores. We add to SQL score-manag ...

Keywords: Score management for Web applications

2 System R: relational approach to database management
M. M. Astrahan, M. W. Blasgen, D. D. Chamberlin, K. P. Eswaran, J. N. Gray, P. P. Griffiths, W. F. King, R. A. Lorie, P. R. McJones, J. W. Mehl, G. R. Putzolu, I. L. Traiger, B. W. Wade, V. Watson
June 1976 **ACM Transactions on Database Systems (TODS)**, Volume 1 Issue 2
Publisher: ACM Press
Full text available: pdf(3.18 MB) Additional Information: full citation, abstract, references, citings, index terms

System R is a database management system which provides a high level relational data interface. The systems provides a high level of data independence by isolating the end user as much as possible from underlying storage structures. The system permits definition of a variety of relational views on common underlying data. Data control features are provided, including authorization, integrity assertions, triggered transactions, a logging and recovery subsystem, and facilities for maintaining ...

Keywords: authorization, data structures, database, index structures, locking, nonprocedural language, recovery, relational model

3 An analysis of XML database solutions for the management of MPEG-7 media

descriptions
Utz Westermann, Wolfgang Klas
December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4
Publisher: ACM Press
Full text available: pdf(448.76 KB) Additional Information: full citation, abstract, references, index terms, review

MPEG-7 constitutes a promising standard for the description of multimedia content. It can be expected that a lot of applications based on MPEG-7 media descriptions will be set up in the near future. Therefore, means for the adequate management of large amounts of MPEG-7-compliant media descriptions are certainly desirable. Essentially, MPEG-7 media descriptions are XML documents following media description schemes defined with a variant of XML Schema. Thus, it is reasonable to investigate curren ...

Keywords: MPEG-7, XML database systems, multimedia databases

4 Virtual memory management for database systems
Irving L. Traiger
October 1982 **ACM SIGOPS Operating Systems Review**, Volume 16 Issue 4
Publisher: ACM Press
Full text available: pdf(2.08 MB) Additional Information: full citation, abstract, references, citings

Over the last several years, a number of hardware and software systems have been developed which map entire files directly into the virtual memory address spaces used by programs. Since all file contents are directly addressable, there is no need for a programmer to issue explicit file system actions, such as Read or Write. In addition, all of the buffer management problems are eliminated, since programmers do not have to squeeze pieces of large files into small virtual spaces. Although these ad ...

5 XML data management and web discovery: Exploiting native XML indexing techniques for XML retrieval in relational database systems
Felix Weigel, Klaus U. Schulz, Holger Meuss
November 2005 **Proceedings of the 7th annual ACM international workshop on Web information and data management WIDM '05**
Publisher: ACM Press
Full text available: pdf(569.93 KB) Additional Information: full citation, abstract, references, index terms

In XML retrieval, two distinct approaches have been established and pursued without much cross-fertilization taking place so far. On the one hand, *native XML databases* tailored to the semistructured data model have received considerable attention, and a wealth of index structures, join algorithms, tree encodings and query rewriting techniques for XML have been proposed. On the other hand, the question how to make XML fit the relational data model has been studied in great detail, giving r ...

Keywords: CADG, RCADG, RDBMS, RDBS, Relational CADG, XML indexing, XML retrieval, content-aware dataGuide, query evaluation, relational database, storage scheme

6 Locally adaptive dimensionality reduction for indexing large time series databases
Kaushik Chakrabarti, Eamonn Keogh, Sharad Mehrotra, Michael Pazzani
June 2002 **ACM Transactions on Database Systems (TODS)**, Volume 27 Issue 2
Publisher: ACM Press
Full text available: pdf(1.48 MB) Additional Information: full citation, abstract, references, citings, index terms

Similarity search in large time series databases has attracted much research interest

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1 External memory algorithms and data structures: dealing with **massive data**

Jeffrey Scott Vitter

June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Publisher: ACM Press

Full text available: pdf(828.46 KB) Additional Information: full citation, abstract, references, citings, index terms

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

2 Algorithms and data structures for flash memories

Eran Gal, Sivan Toledo

June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2

Publisher: ACM Press

Full text available: pdf(343.39 KB) Additional Information: full citation, abstract, references, index terms

Flash memory is a type of electrically-erasable programmable read-only memory (EEPROM). Because flash memories are nonvolatile and relatively dense, they are now used to store files and other persistent objects in handheld computers, mobile phones, digital cameras, portable music players, and many other computer systems in which magnetic disks are inappropriate. Flash, like earlier EEPROM devices, suffers from two limitations. First, bits can only be cleared by erasing a large block of memory. S ...

Keywords: EEPROM memory, Flash memory, wear leveling

3 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz

December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4
Publisher: ACM Press

Full text available: pdf(5.33 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

4 Comparison of access methods for time-evolving data

Betty Salzberg, Vassilis J. Tsotras
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2
Publisher: ACM Press

Full text available: pdf(529.53 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper compares different indexing techniques proposed for supporting efficient access to temporal data. The comparison is based on a collection of important performance criteria, including the space consumed, update processing, and query time for representative queries. The comparison is based on worst-case analysis, hence no assumptions on data distribution or query frequencies are made. When a number of methods have the same asymptotic worst-case behavior, features in the methods tha ...

Keywords: I/O performance, access methods, structures, temporal databases

5 Data base architecture: File structure design to facilitate on-line instantaneous updating

Robert L. Rappaport
May 1975 **Proceedings of the 1975 ACM SIGMOD international conference on Management of data**
Publisher: ACM Press

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, citings

Data base management systems which permit on-line manipulation and modification of records, present a unique class of problems whose solution require facilities that can guarantee reliability, consistency and flexibility. This paper presents the design of an implemented file structure which attacks these problems systematically and achieves highly satisfactory results.

6 A structural view of the Cedar programming environment

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4
Publisher: ACM Press

Full text available: pdf(6.32 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

7 On-line data compression in a log-structured file system

Michael Burrows, Charles Jerian, Butler Lampson, Timothy Mann
September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems ASPLOS-V**, Volume 27 Issue 9
Publisher: ACM Press
Full text available: pdf(1.02 MB) Additional Information: full citation, references, citings, index terms

8 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

9 Garbage Collection of Linked Data Structures

Jacques Cohen
September 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(2.32 MB) Additional Information: full citation, references, citings, index terms

10 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

11 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide

tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

12 Ext3cow: a time-shifting file system for regulatory compliance

Zachary Peterson, Randal Burns
May 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 2
Publisher: ACM Press
Full text available: pdf(443.01 KB) Additional Information: full citation, abstract, references, index terms

The ext3cow file system, built on the popular ext3 file system, provides an open-source file versioning and snapshot platform for compliance with the versioning and audtitability requirements of recent electronic record retention legislation. Ext3cow provides a *time-shifting* interface that permits a real-time and continuous view of data in the past. Time-shifting does not pollute the file system namespace nor require snapshots to be mounted as a separate file system. Further, ext3cow is i ...

Keywords: Versioning file systems, copy-on-write

13 Frangipani: a scalable distributed file system

Chandramohan A. Thekkath, Timothy Mann, Edward K. Lee
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5
Publisher: ACM Press
Full text available: pdf(2.20 MB) Additional Information: full citation, references, citings, index terms

14 Out-of-core build of a topological data structure from polygon soup

Sara McMains, Joseph M. Hellerstein, Carlo H. Séquin
May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**
Publisher: ACM Press
Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, citings, index terms

Many solid modeling applications require information not only about the geometry of an object but also about its topology. Most interchange formats do not provide this information, which the application must then derive as it builds its own topological data structure from unordered, "polygon soup" input. For very large data sets, the topological data structure itself can be bigger than core memory, so that a naive algorithm for building it that doesn't take virtual memory access p ...

15 Query evaluation techniques for large databases

Goetz Graefe
June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2
Publisher: ACM Press
Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models

exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

16 File servers for network-based distributed systems

Liba Svobodova
December 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 4
Publisher: ACM Press

Full text available: pdf(4.23 MB) Additional Information: full citation, references, citings, index terms, review

17 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4
Publisher: ACM Press

Full text available: pdf(5.49 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

18 The Alpine file system

M. R. Brown, K. N. Kolling, E. A. Taft
November 1985 **ACM Transactions on Computer Systems (TOCS)**, Volume 3 Issue 4
Publisher: ACM Press

Full text available: pdf(2.95 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Alpine is a file system that supports atomic transactions and is designed to operate as a service on a computer network. Alpine's primary purpose is to store files that represent databases. An important secondary goal is to store ordinary files representing documents, program modules, and the like. Unlike other file servers described in the literature, Alpine uses a log-based technique to implement atomic file update. Another unusual aspect of Alpine is that it performs all commu ...

19 ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging

C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: pdf(5.23 MB) Additional Information: full citation, abstract, references, citings, index terms, review

DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to

varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

20 The design and implementation of a log-structured file system

Mendel Rosenblum, John K. Ousterhout
September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles SOSP '91**, Volume 25 Issue 5
Publisher: ACM Press

Full text available: pdf(1.81 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new technique for disk storage management called a *log-structured file system*. A log-structured file system writes all modifications to disk sequentially in a log-like structure, thereby speeding up both file writing and crash recovery. The log is the only structure on disk; it contains indexing information so that files can be read back from the log efficiently. In order to maintain large free areas on disk for fast writing, we divide the log into *segments* an ...

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1 Minos: Control Data Attack Prevention Orthogonal to Memory Model
Jedidiah R. Crandall, Frederic T. Chong
December 2004 **Proceedings of the 37th annual IEEE/ACM International Symposium on Microarchitecture MICRO 37**
Publisher: IEEE Computer Society
Full text available: pdf(255.53 KB) Additional Information: full citation, abstract, citings

We introduce Minos, a microarchitecture that implements Biba's low-water-mark integrity policy on individual words of data. Minos stops attacks that corrupt control data to hijack program control flow but is orthogonal to the memory model. Control data is any data which is loaded into the program counter on control flow transfer, or any data used to calculate such data. The key is that Minos tracks the integrity of all data, but protects control flow by checking this integrity when a program use ...

2 Virtual memory management for database systems
Irving L. Traiger
October 1982 **ACM SIGOPS Operating Systems Review**, Volume 16 Issue 4
Publisher: ACM Press
Full text available: pdf(2.08 MB) Additional Information: full citation, abstract, references, citings

Over the last several years, a number of hardware and software systems have been developed which map entire files directly into the virtual memory address spaces used by programs. Since all file contents are directly addressable, there is no need for a programmer to issue explicit file system actions, such as Read or Write. In addition, all of the buffer management problems are eliminated, since programmers do not have to squeeze pieces of large files into small virtual spaces. Although these ad ...

3 Data management requirements: The similarity of memory management, database systems, and message processing
Olin H. Bray
January 1977 **ACM SIGIR Forum , ACM SIGARCH Computer Architecture News , ACM SIGMOD Record , Proceedings of the 3rd workshop on Computer architecture : Non-numeric processing**, Volume 12 , 6 , 9 Issue 1 , 2 , 2
Publisher: ACM Press
Full text available: pdf(927.65 KB) Additional Information: full citation, abstract, references, index terms

Memory management, database management, and message processing have in the past been defined in a relatively narrow way. With memory management the problem was to

obtain cost effective use of real memory. Given a multiprogrammed environment, virtual memory systems allowed more effective use of expensive real memory. Memory management has become even more important with the development of very large and complex memory hierarchies. Database management systems were developed to allow the more ...

4 The integration of virtual memory management and interprocess communication in Accent

Robert Fitzgerald, Richard F. Rashid
May 1986 **ACM Transactions on Computer Systems (TOCS)**, Volume 4 Issue 2
Publisher: ACM Press

Full text available: pdf(2.45 MB) Additional Information: full citation, abstract, references, citings, index terms

The integration of virtual memory management and interprocess communication in the Accent network operating system kernel is examined. The design and implementation of the Accent memory management system is discussed and its performance, both on a series of message-oriented benchmarks and in normal operation, is analyzed in detail.

5 Performance evaluation of file organizations through modelling

Dennis G. Severance, Alan G. Merten
August 1972 **Proceedings of the ACM annual conference - Volume 2**
Publisher: ACM Press

Full text available: pdf(891.02 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper contains an identification and description of the fundamental components of all file organizations. A restricted but important class of problems is defined and a generalized file organization for these problems is constructed. A specific design problem is defined in terms of a logical data set, a physical environment, and a projected level of file organization activity. For a given design problem, a simulation model is used to generate a spectrum of alternative file organizations ...

Keywords: Access methods, Data management, File design, File organization, Modelling, Performance evaluation, Searching, Simulation

6 The bits between the lambdas: binary data in a lazy functional language

Malcolm Wallace, Colin Runciman
October 1998 **ACM SIGPLAN Notices , Proceedings of the 1st international symposium on Memory management ISMM '98**, Volume 34 Issue 3
Publisher: ACM Press

Full text available: pdf(1.56 MB) Additional Information: full citation, abstract, references, index terms

For the programmer, storage media are usually assumed to have a minimum atomic unit of transfer of one byte. However, sometimes it is useful to have an even finer storage granularity of one bit, for instance in order to compress data.This paper describes an API in the lazy functional language Haskell for treating storage media as arbitrary-length streams of bits without byte-alignment constraints. So far as possible, storage media are treated uniformly. In particular, bit-stream memory and binar ...

7 The Alpine file system

M. R. Brown, K. N. Kolling, E. A. Taft
November 1985 **ACM Transactions on Computer Systems (TOCS)**, Volume 3 Issue 4
Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(2.95 MB) terms, review

Alpine is a file system that supports atomic transactions and is designed to operate as a service on a computer network. Alpine's primary purpose is to store files that represent databases. An important secondary goal is to store ordinary files representing documents, program modules, and the like. Unlike other file servers described in the literature, Alpine uses a log-based technique to implement atomic file update. Another unusual aspect of Alpine is that it performs all commu ...

8 The design and implementation of a log-structured file system

Mendel Rosenblum, John K. Ousterhout
February 1992 **ACM Transactions on Computer Systems (TOCS)**, Volume 10 Issue 1
Publisher: ACM Press

Full text available: pdf(1.97 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper presents a new technique for disk storage management called a log-structured file system. A log-structured file system writes all modifications to disk sequentially in a log-like structure, thereby speeding up both file writing and crash recovery. The log is the only structure on disk; it contains indexing information so that files can be read back from the log efficiently. In order to maintain large free areas on disk for fast writing, we divide the log into
Keywords: Unix, disk storage management, fast crash recovery, file system organization, file system performance, high write performance, log-structured, logging

9 Regions, compiler support: Experience with safe manual memory-management in cyclone

Michael Hicks, Greg Morrisett, Dan Grossman, Trevor Jim
October 2004 **Proceedings of the 4th international symposium on Memory management**
Publisher: ACM Press
Full text available: pdf(680.40 KB) Additional Information: full citation, abstract, references, index terms

The goal of the Cyclone project is to investigate type safety for low-level languages such as C. Our most difficult challenge has been providing programmers control over memory management while retaining type safety. This paper reports on our experience trying to integrate and effectively use two previously proposed, type-safe memory management mechanisms: statically-scoped regions and unique pointers. We found that these typing mechanisms can be combined to build alternative memory-managemen ...

Keywords: cyclone, memory management, memory safety, regions, unique pointers

10 The design and implementation of a log-structured file system

Mendel Rosenblum, John K. Ousterhout
September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles SOSP '91**, Volume 25 Issue 5
Publisher: ACM Press

Full text available: pdf(1.81 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new technique for disk storage management called a *log-structured file system*. A log-structured file system writes all modifications to disk sequentially in a log-like structure, thereby speeding up both file writing and crash recovery. The log is the only structure on disk; it contains indexing information so that files can be read back from the log efficiently. In order to maintain large free areas on disk for fast writing, we divide

the log into *segments* an ...

11 Trace-driven memory simulation: a survey

Richard A. Uhlig, Trevor N. Mudge
June 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 2
Publisher: ACM Press
Full text available: pdf(636.11 KB) Additional Information: full citation, abstract, references, citings, index terms, review

As the gap between processor and memory speeds continues to widen, methods for evaluating memory system designs before they are implemented in hardware are becoming increasingly important. One such method, trace-driven memory simulation, has been the subject of intense interest among researchers and has, as a result, enjoyed rapid development and substantial improvements during the past decade. This article surveys and analyzes these developments by establishing criteria for evaluating trac ...

Keywords: TLBs, caches, memory management, memory simulation, trace-driven simulation

12 Status report of the graphic standards planning committee

Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

13 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

14 An Efficient Data Location Protocol for Self.organizing Storage Clusters

Hong Tang, Tao Yang
November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**
Publisher: IEEE Computer Society
Full text available: pdf(345.61 KB) Additional Information: full citation, abstract

Component additions and failures are common for large-scale storage clusters in production environments. To improve availability and manageability, we investigate and compare data location schemes for a large self-organizing storage cluster that can quickly adapt to the additions or departures of storage nodes. We further present an efficient location scheme that differentiates between small and large file blocks for reduced management overhead compared to uniform strategies. In our protocol, sm ...

15 Hive: fault containment for shared-memory multiprocessors

J. Chapin, M. Rosenblum, S. Devine, T. Lahiri, D. Teodosiu, A. Gupta
December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5
Publisher: ACM Press
Full text available: pdf(1.90 MB) Additional Information: full citation, references, citings, index terms

16 Ext3cow: a time-shifting file system for regulatory compliance
Zachary Peterson, Randal Burns
May 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 2
Publisher: ACM Press
Full text available: pdf(443.01 KB) Additional Information: full citation, abstract, references, index terms

The ext3cow file system, built on the popular ext3 file system, provides an open-source file versioning and snapshot platform for compliance with the versioning and audtitability requirements of recent electronic record retention legislation. Ext3cow provides a *time-shifting* interface that permits a real-time and continuous view of data in the past. Time-shifting does not pollute the file system namespace nor require snapshots to be mounted as a separate file system. Further, ext3cow is i ...

Keywords: Versioning file systems, copy-on-write

17 Session P12: meshes: XFastMesh: fast view-dependent meshing from external memory
Christopher DeCoro, Renato Pajarola
October 2002 **Proceedings of the conference on Visualization '02**
Publisher: IEEE Computer Society
Full text available: pdf(4.26 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a novel disk-based multiresolution triangle mesh data structure that supports paging and view-dependent rendering of very large meshes at interactive frame rates from external memory. Our approach, called XFastMesh, is based on a view-dependent mesh simplification framework that represents half-edge collapse operations in a binary hierarchy known as a merge-tree forest. The proposed technique partitions the merge-tree forest into so-called detail blocks, which consist of binary subtre ...

Keywords: interactive large-scale visualization, level-of-detail, multiresolution modeling, out-of-core rendering

18 A coherent distributed file cache with directory write-behind
Timothy Mann, Andrew Birrell, Andy Hisgen, Charles Jerian, Garret Swart
May 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 2
Publisher: ACM Press
Full text available: pdf(3.21 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Extensive caching is a key feature of the Echo distributed file system. Echo client machines maintain coherent caches of file and directory data and properties, with write-behind (delayed write-back) of all cached information. Echo specifies ordering constraints on this write-behind, enabling applications to store and maintain consistent data structures in the file system even when crashes or network faults prevent some writes from being completed. In this paper we describe ...

Keywords: coherence, file caching, write-behind

19 eNVy: a non-volatile, main memory storage system

Michael Wu, Willy Zwaenepoel
November 1994 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the sixth international conference on Architectural support for programming languages and operating systems ASPLOS-VI**, Volume 29 , 28 Issue 11 , 5
Publisher: ACM Press

Full text available: pdf(1.32 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the architecture of eNVy, a large non-volatile main memory storage system built primarily with Flash memory. eNVy presents its storage space as a linear, memory mapped array rather than as an emulated disk in order to provide an efficient and easy to use software interface.Flash memories provide persistent storage with solid-state memory access times at a lower cost than other solid-state technologies. However, they have a number of drawbacks. Flash chips are ...

20 Virtual Memory

Peter J. Denning
September 1970 **ACM Computing Surveys (CSUR)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(2.63 MB) Additional Information: full citation, references, citings, index terms

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1 Federated databases and systems: part I --- a tutorial on their data sharing

David K. Hsiao

July 1992 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 1 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(2.99 MB) Additional Information: full citation, abstract, references, citings

The issues and solutions for the interoperability of a class of heterogeneous databases and their database systems are expounded in two parts. Part I presents the data-sharing issues in federated databases and systems. Part II, which will appear in a future issue, explores resource-consolidation issues. *Interoperability* in this context refers to data sharing among heterogeneous databases, and to resource consolidation of computer hardware, system software, and support personnel. *Resour ...*

***Keywords**: attribute-based, data-model-and-language-to-data-model-and-language mappings, database conversion, hierarchical, network, object-oriented, relational, schema transformation, transaction translation*

2 Data base directions: the next steps

John L. Berg

November 1976 **ACM SIGMOD Record , ACM SIGMIS Database**, Volume 8 , 8 Issue 4 , 2

Publisher: ACM Press

Full text available: pdf(9.95 MB) Additional Information: full citation, abstract

What information about data base technology does a manager need to make prudent decisions about using this new technology? To provide this information the National Bureau of Standards and the Association for Computing Machinery established a workshop of approximately 80 experts in five major subject areas. The five subject areas were auditing, evolving technology, government regulations, standards, and user experience. Each area prepared a report contained in these proceedings. The proceedings p ...

Keywords: DBMS, auditing, cost/benefit analysis, data base, data base management, government regulation, management objectives, privacy, security, standards, technology assessment, user experience

3 Flexible collaboration transparency: supporting worker independence in replicated

application-sharing systems
James Begole, Mary Beth Rosson, Clifford A. Shaffer
June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2
Publisher: ACM Press
Full text available: pdf(312.22 KB) Additional Information: full citation, abstract, references, citings, index terms, review

This article presents a critique of conventional collaboration transparency systems, also called "application-sharing" systems, which provide the real-time shared use of legacy single-user applications. We find that conventional collaboration transparency systems are inefficient in their use of network resources and lack support for key groupware principles: concurrent work, relaxed WYSIWIS, and group awareness. Next, we present an alternative approach to implementing collaborat ...

Keywords: Flexible JAMM, Java, application sharing, collaboration transparency, computer-supported cooperative work, groupware, usability

4 Internetworking using switched multi-megabit data service in TCP/IP enviroments
David M. Piscitello, Michael Kramer
July 1990 **ACM SIGCOMM Computer Communication Review**, Volume 20 Issue 3
Publisher: ACM Press
Full text available: pdf(862.08 KB) Additional Information: full citation, abstract, index terms

TCP/IP based networks were among the earliest and most successful applications of Local Area Network technologies, and TCP/IP-based internets continue to be a testing ground for emerging high performance transmission technologies as well as the distributed processing applications they support. As distributed processing applications become increasingly available in the next decade, consumer demand for high performance transmission services will extend beyond the distance serviceable by LANs; user ...

5 A grid service broker for scheduling distributed data-oriented applications on global grids
Srikumar Venugopal, Rajkumar Buyya, Lyle Winton
October 2004 **Proceedings of the 2nd workshop on Middleware for grid computing**
Publisher: ACM Press
Full text available: pdf(374.36 KB) Additional Information: full citation, abstract, references

Large communities of researchers distributed around the world are engaged in analyzing huge collections of data generated by scientific instruments and replicated on distributed resources. In such an environment, scientists need to have the ability to carry out their studies by transparently accessing distributed data and computational resources. In this paper, we propose and develop a Grid broker that mediates access to distributed resources by (a) discovering suitable data sources for a giv ...

6 Executing multiple pipelined data analysis operations in the grid
Matthew Spencer, Renato Ferreira, Michael Beynon, Tahsin Kurc, Umit Catalyurek, Alan Sussman, Joel Saltz
November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**
Publisher: IEEE Computer Society Press
Full text available: pdf(158.51 KB) Additional Information: full citation, abstract, references, index terms

Processing of data in many data analysis applications can be represented as an acyclic, coarse grain data flow, from data sources to the client. This paper is concerned with scheduling of multiple data analysis operations, each of which is represented as a pipelined chain of processing on data. We define the scheduling problem for effectively

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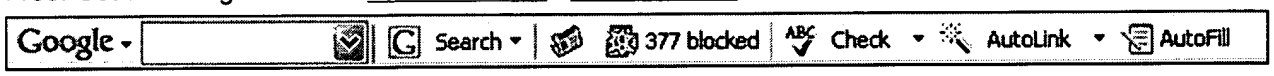
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Digital Object Identifier 10.1109/ISIC.2000.882951

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☐ **25. The integration of 3D digitizing and LCD panel display based rapid proto for manufacturing automation**
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☐	L36	L35 and unlock$3	0
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